```
VSThread
     + VSThread()
     + ~VSThread()
     + start()
     + join()
     + run()
     + init()
       SocketSet
+ SocketSet()
+ ~SocketSet()
+ addDownloadManager()
+ addDownloadManager()
+ set()
+ unset()
+ wait()
+ add_pending()
+ rem_pending()
+ waste time()
+ run()
+ wakeup()
+ predestroy()
             # set
   VsnetSocketBase
 # fd
 + VsnetSocketBase()
 + ~VsnetSocketBase()
 + valid()
 + get fd()
 + close fd()
 + get_socktype()
 + set block()
 + set_nonblock()
 + get nonblock()
 + isActive()
 and 9 more...
 # child disconnect()
```